

DYNACOMP

GAMES PACK I

DYNACOMP, Inc.
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GAMES PACK 1

GAMES PACK 1 is the first in a series of games packages produced by DYNACOMP. It consists of seven games which are combined into one program. Individual games are selected according to a "menu", which is shown below. The advantage in presenting the software this way is that the user need only load one large program instead of searching for and loading one game at a time. After finishing one game, another may be selected without delay. Cassette users will find this feature particularly pleasing.

The program is loaded in the usual manner. After the RUN command is given, the menu will be displayed:

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
?

You may then select the desired game by responding with the appropriate number. A number other than one through seven will return you to BASIC. Specific examples are shown on the following pages.

Instructions for play are given in the examples. Abridged rules are also provided as a second program. Cassette users will find this program on side B of the cassette. In disk based systems, the identities of the playing and rules programs will be apparent by their titles in the directory. For cassette systems having program identifiers, the playing program is called "G" and the corresponding notes program is called "N". The notes program only provides information regarding the games; it will not call the playing program. The playing program must be loaded separately. The notes program also contains a menu as shown below:

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?

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GAMES PACK 1 PROGRAM INSTRUCTIONS

The following listing is a complete run through the program notes program (which cassette users will find on side B).

Abridged instructions for each of the seven games may be reviewed using the menu. The required user responses are underlined. These responses are always completed with a carriage RETURN.

When the program queries "RETURN?", it is asking whether or not you wish to again review the menu.

The "CONTINUE?" prompt is designed for video terminals where the information may scroll off the screen before it can be read. Display continues upon response.

RUN

*** GAMES PACK 1 ***

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HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?1

*** CATAPULT ***

YOU ARE A ROMAN CENTURIAN IN CHARGE OF A HUGE CATAPULT. YOU GIVE THE RELEASE ANGLE WHICH YOU BELIEVE WILL PLACE YOUR BOULDER RIGHT ON TOP OF THE BARBARIAN'S HEADQUARTERS. THE MAXIMUM RANGE IS 46,500 STADIA. A HIT WITHIN 100 STADIA OF THE TARGET WILL DESTROY IT. THE MINIMUM RELEASE ANGLE IS 1 DEGREE. THE MAXIMUM IS 89. RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?2

*** LUNAR LANDER ***

YOU ARE IN CONTROL OF A LUNAR LANDER MODULE WHICH IS 1000 FT. ABOVE THE SURFACE OF THE MOON. THE DESCENT RATE OF YOUR MODULE IS 100 FEET PER SECOND. THE CURRENT FUEL LEVEL IS 50% OF CAPACITY. CONTINUE?Y

EACH ONE PERCENT OF FUEL USED HAS THE EFFECT OF REDUCING THE RATE OF DESCENT BY FIVE FEET/SECOND. YOU MAY USE ANY AMOUNT OF FUEL UP TO 6% PER SECOND. FOR EACH GIVEN TIME INTERVAL, FUEL EXPENDITURE IS EVENLY DISTRIBUTED OVER THE CONTROL TIME PERIOD, WHICH IS GIVEN IN SECONDS.

NOTE THAT IT IS POSSIBLE TO EXPEND FUEL AND STILL ACCELERATE TOWARD THE SURFACE BECAUSE OF GRAVITY. RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?3

*** SWITCH ***

THE OBJECT OF THIS GAME IS TO
ARRANGE A LIST OF NUMBERS IN
ASCENDING ORDER. INPUT HOW MANY
NUMBERS (COUNTING FROM THE LEFT)
YOU WISH TO SWITCH THE ORDER OF.
FOR EXAMPLE, IF THE LIST IS:

2 3 4 5 1 6 7 8 9

AND YOU SWITCH 4, THE RESULT IS:

5 4 3 2 1 6 7 8 9

CONTINUE?Y
IF YOU NEXT SWITCH 5, YOU GET:

1 2 3 4 5 6 7 8 9

WHICH COMPLETES THE GAME. THE
COMPUTER WILL THEN TELL YOU HOW
MANY TRIES IT TOOK TO FINISH.
RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?4

*** SLOT MACHINE ***

YOU ARE THE GAMBLER, AND YOUR
COMPUTER IS THE SLOT MACHINE.
YOU WILL BE GIVEN A CERTAIN
AMOUNT OF SILVER DOLLARS TO
BET WITH. YOU CAN MAKE BETS
UP TO THE DOLLAR AMOUNT OF
YOUR CASH BALANCE.
A BET OF 0 DOLLARS WILL END
THE GAME.
RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?5

*** CRAPS ***

YOU ARE PLAYING CRAPS AGAINST
HAL, THE NOTED SOLID STATE CRAPS
PLAYER. YOU ROLL THE DICE FOR
BOTH YOU AND HAL BY DEPRESSING
THE 'ENTER' KEY ON YOUR
KEYBOARD. WHEN YOU HAVE HAD
ENOUGH, SIMPLY MAKE A BET OF
0 DOLLARS.
RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?6

*** UPSYDE DOWNS ***

YOU CAN TEST YOUR HANDICAPPING
SKILLS AT THE OLD AND VENERABLE
TURF AT UPSYDE DOWNS. ENTER
THE NUMBER OF THE HORSE YOU
WISH TO BET ON, WHETHER IT IS
TO WIN, PLACE OR SHOW (1,2 OR 3)
AND THE DOLLAR AMOUNT OF THE
BET (MINIMUM BET IS \$2, THE
MAXIMUM IS \$300). A \$5 BET
ON HORSE #7 TO PLACE WOULD BE:
7,5,2

YOU MAY MAKE MORE THAN ONE
BET IF YOU WISH.
RETURN?Y

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

WHAT IS THE NUMBER OF THE GAME
YOU WISH INSTRUCTIONS FOR?7

*** BLACKJACK ***

IT'S YOU AGAINST THE DEALER AT
THE CASINO. YOU MUST GET CLOSER
TO A TOTAL OF 21 POINTS THAN THE
DEALER. FACE CARDS COUNT AS 10
POINTS, THE ACE IS EITHER 11
POINTS OR 1 POINT, AND ALL THE
OTHER CARDS COUNT AS THEIR FACE
VALUE. ANSWER YES OR NO TO THE
QUESTIONS (YOU CAN ENTER A 'Y'
OR 'N'). ENTER 'D' FOR DOUBLE
DOWN AND 'S' FOR SPLIT A PAIR.
A BET OF \$0 WILL END THE GAME.
THE MAXIMUM BET ALLOWED IS \$500.
READY

Once the game's program has been loaded, any one of seven games may be played. When one game is finished, it may be replayed, or another game may be chosen. The following annotated example goes through the whole set, showing particular playing features, as well as how the transfer from one game to another is accomplished. The computer's response is shown on the left. User inputs are underlined. All inputs are completed with a carriage RETURN. Comments are given on the right.

RUN

 *** GAMES PACK 1 ***

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ENTER A NUMBER LESS THAN 999.

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
 YOU WISH TO PLAY:

21

*** CATAPULT ***

DISTANCE TO THE TARGET
 IS 29675 STADIA.

RELEASE ANGLE

OVER THE TARGET BY 10593 STADIA.

RELEASE ANGLE

SHORT OF THE TARGET BY 6427 STADIA.

RELEASE ANGLE

OVER THE TARGET BY 212 STADIA.

RELEASE ANGLE

SHORT OF THE TARGET BY 1049 STADIA.

RELEASE ANGLE

SHORT OF THE TARGET BY 288 STADIA.

WARNING... THE CENTRAL ROMAN
 INTELLIGENCE AGENCY REPORTS
 THAT THE BARBARIANS ARE
 PREPARING TO MOVE. YOU ONLY
 HAVE TIME FOR 3 MORE SHOTS.

RELEASE ANGLE

719.6

This input initializes the random number generator to add chance. In some cases this input is required if the machine may have internal randomization.

A response other than 1 through 7 will stop execution and you will be back to the BASIC command mode.

Catapult is a simple game in which a catapult is used to launch a projectile. Internal calculation assumes a parabolic trajectory. A target may be hit using the release angle for control. If the target is close enough, two release angle choices are possible: one high and one low.

When the impact is close enough to the target, the enemy becomes aware of the attack.

<<<CRASH!>>> TARGET DESTROYED!
 YOU EXPERIENCED 6 DOULTERS.
 GOOD WORK! CAESAR AGUSTUS IS
 VERY PROUD OF YOU.

THERE ARE STILL SOME MORE
 BARBARIANS OUT THERE. TRY
 ANOTHER TARGET?

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAPS
- 6 - HORSE RACE
- 7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
 YOU WISH TO PLAY:

21

*** LUNAR LANDER ***

THE MODULE IS 1000 FEET ABOVE
 THE SURFACE AND IS FALLING AT
 100 FEET PER SECOND.

TAKE OVER THE CONTROLS:

1 ->

SECONDS ALTITUDE DESCENT FUEL

0 1000 100 50 %

TIME INCREMENT: 24

X FUEL: 74

1 ->

SECONDS ALTITUDE DESCENT FUEL

4 536 120 50 %

TIME INCREMENT: 24

X FUEL: 72

1 ->

SECONDS ALTITUDE DESCENT FUEL

8 98 110 44 %

TIME INCREMENT: 21

X FUEL: 75

1 ->

SECONDS ALTITUDE DESCENT FUEL

9 26 40 29 %

TIME INCREMENT: 25

X FUEL: 78

1 ->

SECONDS ALTITUDE DESCENT FUEL

9.5 16 2 21 %

TIME INCREMENT: 24

X FUEL: 74

1 ->

The choice has been made not to continue with this game. The program returns to the menu.

LUNAR LANDER is a simulation in which the laws of gravity and momentum are employed to predict the motion of a lunar lander module. If no thrust is applied, free fall occurs. If one percent of the fuel were instantaneously expended, the rate of descent would be reduced by five feet per second.

SECONDS refers to the elapsed time. ALTITUDE is in feet. DESCENT refers to the rate of fall in feet per second. A negative value indicates that the ship is climbing. FUEL refers to the amount of propellant left to burn.

The time increment input allows the pilot to turn control over to the modules computer for that time interval. The % fuel to be used will then be uniformly expended over that time interval.

Example: Fuel will be expended at the rate of 1.5% per second for 4 seconds.

A big shot a fuel is tried in order to avoid a crash.

Another panic move.

A near-hover.

SECONDS ALTITUDE DESCENT FUEL
13.5 0 2 17 %
TIME INCREMENT 1.3
X FUEL 75

SECONDS ALTITUDE DESCENT FUEL
10 5 -1 12 %
TIME INCREMENT 1.4
X FUEL 72

IMPACT WITH SURFACE
TIME 21.6 SECONDS
FUEL REMAINING 0.3 %
FINAL VELOCITY 3.5 FEET/SEC.

MODERATE IMPACT. NO DAMAGE.

TRY AGAIN?
HERE IS YOUR MENU OF GAMES:
1 - CATAPULT
2 - LUNAR LANDER
3 - SWITCH
4 - SLOT MACHINE
5 - CRAPS
6 - HORSE RACE
7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
72

*** SWITCH ***
ENTER HOW MANY NUMBERS DESIRED.
74
THE LIST OF NUMBERS IS...
2 1 4 3
HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
3 4 1 2

HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
1 4 3 2
HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
2 3 4 1

HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
4 3 2 1
HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
1 2 3 4

IT TOOK YOU 5 MOVES TO FINISH.
TRY AGAIN?
ENTER HOW MANY NUMBERS DESIRED.
72
THE LIST OF NUMBERS IS...
3 2 4 1 6 5

HOW MANY NUMBERS DO YOU
WISH TO SWITCH?
TOO MANY NUMBERS.
6 IS THE MAXIMUM.

Rising slowly.

Note that at the very beginning of the simulation full thrust could have been applied. It is left to the pilot (you) to see what the result would have been.

The object is to land very smoothly. In the least amount of time, using the least amount of fuel.
Time to go to the menu for another selection.

SWITCH is an interesting exercise in logic. The object is to get all the numbers in ascending order. You may attempt to do this by switching (reversing) the order of the first N of the set.

Ideally we would like to rearrange these numbers into the sequence 1 2 3 4.

Note that the entire set has been reversed.

Observe that the fourth number has kept its place, but the first three have been reversed.

Does this make sense? Is progress being made?

Got it backwards. However.....

Can you do it in four moves? Three? Since this was such a fascinating game, we will play it again.

However, there are only six numbers.

THIS is a convenient response which ends the play.
On to another game.

HERE IS YOUR MENU OF GAMES:
1 - CATAPULT
2 - LUNAR LANDER
3 - SWITCH
4 - SLOT MACHINE
5 - CRAPS
6 - HORSE RACE
7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
74

*** SLOT MACHINE ***
YOU START WITH \$ 345
HOW MUCH DO YOU BET? 20

CHERRY CHERRY ORANGE
YOU WIN \$ 40
YOUR BALANCE IS \$ 365
NEXT BET? 20

CHERRY BELL FLUM
YOU LOSE.
YOUR BALANCE IS \$ 335
NEXT BET? 400

...ILLEGAL BET.
YOU ONLY HAVE \$ 335
HOW MUCH DO YOU BET? 11
...SILVER DOLLARS ONLY.
NO SMALL COINS PLEASE!

HOW MUCH DO YOU BET? 0
YOU LOST \$ 10.

HERE IS YOUR MENU OF GAMES:
1 - CATAPULT
2 - LUNAR LANDER
3 - SWITCH
4 - SLOT MACHINE
5 - CRAPS
6 - HORSE RACE
7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
75

*** CRAPS ***
YOU HAVE 100 DOLLARS TO BET.
HAL ROLLS FIRST....

HOW MUCH DO YOU BET? 20
HAL ROLLS 5 AND 4
HAL'S POINT IS 9
HAL ROLLS 6 AND 6
...ROLL AGAIN.
7
HAL ROLLS 1 AND 3
...ROLL AGAIN.
7
HAL ROLLS 3 AND 2
...ROLL AGAIN.
7
HAL ROLLS 1 AND 1
...ROLL AGAIN.
7
HAL ROLLS 6 AND 2

SLOT MACHINE is a computer version of the famous one-armed bandit of Las Vegas. The best way to understand it is to play.

Beginners luck!

In the long run, you will lose.

You can not bet more than you have.

No change.

A convenient way to end the game.

CRAPS is the dice game which you should feel guilty playing. The standard crap playing rules are followed.

This is the beginning of one of the most curious rolling sequences I have ever seen. The odds were against HAL, but he kept rolling, and rolling, and.....

AT THE 1/4 MILE POLE...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	BLUE BOTTLE	1.6
3	ASSAULT	1.8
4	MAN O'WAR	2
5	TEARISCUIT	2.6
6	WHIRLAWAY	5.4
7	GIMLET	6.2
8	MUDPIE	9

Between each report there is a time delay of several seconds.

NEARING THE HALF-WAY MARK...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	ASSAULT	2.2
3	MAN O'WAR	3.4
4	TEARISCUIT	4.5
5	GIMLET	6.7
6	BLUE BOTTLE	6.8
7	WHIRLAWAY	10.6
8	MUDPIE	14.5

MIDWAY IN THE RACE...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	TEARISCUIT	3.7
3	ASSAULT	4.3
4	MAN O'WAR	5.4
5	BLUE BOTTLE	6.3
6	GIMLET	8
7	WHIRLAWAY	9.4
8	MUDPIE	16.9

AT 3/8 OF A MILE...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	TEARISCUIT	1.7
3	ASSAULT	2.8
4	MAN O'WAR	6.3
5	BLUE BOTTLE	6.6
6	WHIRLAWAY	7.4
7	GIMLET	10.1
8	MUDPIE	19.5

ROUNDING THE TURN...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	TEARISCUIT	2.8
3	MAN O'WAR	6.3
4	WHIRLAWAY	7
5	ASSAULT	9.2
6	BLUE BOTTLE	9.3
7	GIMLET	13
8	MUDPIE	24

COMING DOWN THE STRETCH...

POS.	HORSE	LENGTHS BEHIND
1	TEARISCUIT	0
2	CITATION	2
3	WHIRLAWAY	5.3
4	BLUE BOTTLE	6.6
5	ASSAULT	7.3
6	MAN O'WAR	7.5
7	GIMLET	10.4
8	MUDPIE	26.2

FINISH

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	TEARISCUIT	0
3	BLUE BOTTLE	6.3
4	WHIRLAWAY	6.3
5	MAN O'WAR	6.8
6	ASSAULT	7.7
7	GIMLET	9.7
8	MUDPIE	28.9

92 MUTUALS PAID:

WIN	PLACE	SHOW
CITATION	4.76	2.95
TEARISCUIT	5.4	3.87
BLUE BOTTLE		5.98

BET NO. 1
TEAR UP YOUR TICKET ON MUDPIE
YOUR TOTAL LOSSES ARE \$20
RACE AGAIN??

---ROLL AGAIN.
HAL ROLLS 6 AND 4
---ROLL AGAIN.
HAL ROLLS 1 AND 2
---ROLL AGAIN.
HAL ROLLS 3 AND 1
---ROLL AGAIN.
HAL ROLLS 1 AND 2
---ROLL AGAIN.
HAL ROLLS 6 AND 5
---ROLL AGAIN.
HAL ROLLS 6 AND 6
---ROLL AGAIN.
HAL ROLLS 4 AND 2
---ROLL AGAIN.
HAL ROLLS 1 AND 4
---ROLL AGAIN.
HAL ROLLS 1 AND 5
---ROLL AGAIN.
HAL ROLLS 1 AND 3
---ROLL AGAIN.
HAL ROLLS 5 AND 4
AND MAKES THE POINT.
YOU NOW HAVE 80 DOLLARS.
HOW MUCH DO YOU BET?700

PLEASE DO NOT PLACE ANY BETS
FOR MORE MONEY THAN YOU HAVE.
HOW MUCH DO YOU BET?22.1

NO COINS PERMITTED...
JUST BILLS PLEASE.
HOW MUCH DO YOU BET?20

HERE IS YOUR MENU OF GAMES:
1 - CATAPULT
2 - LUNAR LANDER
3 - SWITCH
4 - SLOT MACHINE
5 - CRAPS
6 - HORSE RACE
7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
75

*** UPSIDE DOWNS ***

SIXTH RACE -
1 MILE FOR 3 YR. OLDS
1 MAN O'WAR 3:1
2 CITATION 4:1
3 WHIRLAWAY 5:1
4 ASSAULT 9:1
5 TEARISCUIT 11:1
6 GIMLET 20:1
7 BLUE BOTTLE 20:1
8 MUDPIE 30:1

BET NO. 1
WINNER?9
WIN, PLACE OR SHOW (11.2 OR 3)72
HOW MUCH DO YOU BET?20
ANY MORE BETS?N

THEY'RE OFF AND RUNNING!!!

AS THEY BREAK FROM THE GATE...

POS.	HORSE	LENGTHS BEHIND
1	CITATION	0
2	MAN O'WAR	1.5
3	WHIRLAWAY	1.9
4	BLUE BOTTLE	2.6
5	TEARISCUIT	2.8
6	ASSAULT	3.2
7	GIMLET	3.3
8	MUDPIE	5

It is always illegal to bet more than you have.

Again, the convenience response to end play.

UPSIDE DOWNS is a horse race game in which you may try out your favorite betting strategy. You bet, and the computer runs the race.

There is a wide variety of odds.

More than one bet can be made; there may be more than one human playing this game.

The computer is now in control. Status reports are given at key track locations.

All positions are relative to the lead horse.

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAFTS
- 6 - HORSE RACE
- 7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
77

*** BLACKJACK ***

HOW MUCH DO YOU BET? 4

DEALER SHOWS 6 OF HEARTS.

YOUR FIRST CARD IS THE
9 OF SPADES.

YOUR NEXT CARD IS THE
QUEEN OF DIAMONDS.

HIT? 3
YOUR TOTAL IS 19

DEALER'S HOLE CARD IS THE
10 OF HEARTS.

DEALER DRAWS QUEEN OF HEARTS.
DEALER BUSTED...DEALER'S TOTAL IS 26
YOU'RE AHEAD \$ 4

HOW MUCH DO YOU BET? 10

DEALER SHOWS ACE OF CLUBS.

YOUR FIRST CARD IS THE
10 OF DIAMONDS.

YOUR NEXT CARD IS THE
6 OF SPADES.

DO YOU WANT INSURANCE? 1

YOU LOST \$ 3 ON YOUR INSURANCE
BET. THE DEALER DID NOT
HAVE BLACKJACK.

HIT? 1

YOUR NEXT CARD IS THE
9 OF CLUBS.

YOU BUSTED...
YOUR TOTAL IS 25

DEALER'S HOLE CARD IS THE
3 OF SPADES.
YOU'RE BEHIND \$ -11

HOW MUCH DO YOU BET? 40

DEALER SHOWS 3 OF CLUBS.

YOUR FIRST CARD IS THE
4 OF DIAMONDS.

YOUR NEXT CARD IS THE
2 OF DIAMONDS.

HIT? 1

BLACKJACK is a classic casino game. The
object is to beat the dealer by getting
closer to 21 (without going over). In
this implementation, the dealer follows
the standard rules regarding drawing.
Also, the player may split and double.

H - No
Y - Yes
S - Split
D - Double

Try to split or double when it is not
proper, and the computer will catch you.
The dealer had 16 and had to draw.

This is insurance against the dealer
having BLACKJACK, in which case he wins
double.

YOUR NEXT CARD IS THE
ACE OF HEARTS.

HIT? 1

YOUR NEXT CARD IS THE
5 OF DIAMONDS.

HIT? 1

YOUR NEXT CARD IS THE
7 OF HEARTS.

HIT? 1

YOUR TOTAL IS 19

DEALER'S HOLE CARD IS THE
7 OF DIAMONDS.

DEALER DRAWS 8 OF HEARTS.

DEALER'S TOTAL IS 18
YOU'RE AHEAD \$ 27

HOW MUCH DO YOU BET? 21.2

DEALER SHOWS 4 OF HEARTS.

YOUR FIRST CARD IS THE
KING OF DIAMONDS.

YOUR NEXT CARD IS THE
5 OF HEARTS.

HIT? 1

YOUR NEXT CARD IS THE
ACE OF DIAMONDS.

HIT? 1

YOUR NEXT CARD IS THE
8 OF SPADES.

YOU BUSTED...
YOUR TOTAL IS 24

DEALER'S HOLE CARD IS THE
JACK OF SPADES.

YOU'RE BEHIND \$ -2.2

HOW MUCH DO YOU BET? 0
TOUGH LUCK...TRY AGAIN LATER.

HERE IS YOUR MENU OF GAMES:

- 1 - CATAPULT
- 2 - LUNAR LANDER
- 3 - SWITCH
- 4 - SLOT MACHINE
- 5 - CRAFTS
- 6 - HORSE RACE
- 7 - BLACKJACK

ENTER THE NUMBER OF THE GAME
YOU WISH TO PLAY:
7

In some "street" versions of BLACKJACK,
drawing five cards without going over
21 points would be called a "five-card
charley", which wins double. This is not
the case in the version presented here.

Again, the convenience bet which stoo
the game.

